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**WWE**

**H I N T B O O K**



Coktel Vision began publishing computer entertainment software in 1984. They are a European based company and in the past their software has been distributed throughout Europe.

Presently Coktel Vision publishes educational software and CD-ROM software along with their amusing, intriguing, and exciting adventure games. They are now marketed and distributed in North America by Sierra On-Line.

Sierra On-Line chose Coktel Vision with the goal that, as the world becomes a global village, Sierra will be prepared to present computer entertainment and education to the whole world.

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# INCA

**...a bold breakthrough in  
computer game excitement**

Let your imagination run wild. A new age in computer entertainment has arrived. European game designers, Coktel Vision, have succeeded in creating a unique blend of game styles pulled together with a fantasy plot that takes you into a new realm of game playing fun.

The outer space flight simulation, ground movement, and battle sequences are fast and so smooth you'll be reeling in your chair. It's been observed that when people play this game, they actually lean over in their chair as they speed through the winding canyons of distant planets. And when engaged in heavy battle in hostile star systems, players squint and duck while making quick defensive maneuvers. That's how real the action looks.

There are fight-to-the-death arcade sequences through medieval Spanish dungeons. You'll even fight your way through dangerous mazes with swords and phasers on 15th century Spanish galleon ships sailing in outer space! The outstanding video-captured actors and action look as realistic as if they are on film. You'll feel like you're in a movie and that you're in total control of the action!

Keep a cool beverage by your side, this is a very fast moving game that will have you dripping sweat on your keyboard. The stereo soundtrack is hauntingly reminiscent of the ancient Inca culture, but the style is pure new-age jazz fusion. The authentic pan pipe instruments, drums, and chanting voices surround you, making Inca a total involvement game experience.

The soundtrack of Inca has been released on CD and is now played on European radio stations. See the instructions on the inside of your game box to order this super CD.

# THE EMPIRE OF THE INCA

There have been many legends, myths, and historical accounts of the rise and demise of the Inca empire. The mystery of their sudden disappearance may never be known. But now, you can discover one version of the Inca legend and become the new Inca, El Dorado. Your mission is to revive the lost Inca civilization.

For generations scientists, archaeologists, and mystics have pondered the unanswered questions of the vanished Inca civilization. The Inca ruins in Peru, Bolivia, and Chile show they were a highly advanced race.

One important fact we do know is that, in 1532, the Spanish conquistadors led by Francisco Pizarro destroyed much of the Inca civilization. Oddly, the Spanish war party was small compared to the thousands of Inca soldiers spread throughout Bolivia, Peru, and Chile. However, unbeknownst to the Spaniards, they had attacked the Inca with deadly weapons. Diseases and viruses the Europeans had become immune to spread through the Inca empire and finally destroyed this immensely advanced civilization.

There are still many questions about the Inca civilization that cannot be answered. For example, the mysterious 'lines' of Nazca that spread out for dozens of miles in a distinct pattern are only intelligible from very high altitudes above the earth. Some believe they were navigation markers for ancient space travelers.



# THE LEGEND OF THE INCA

Imagine the lush Peruvian jungle alive with scampering, screeching monkeys romping through the dense jungle canopy. Cockatoos, Toucans, and flame-colored parrots squawk and caw in excited chatter. The green fern carpeted forest bed below swarms with many insects, lizards, and snakes. The staccato rhythmic buzzing of the cicadas seems to pay homage to the tropical equatorial sun.

In contrast, loom the now silent, gigantic Inca temple ruins that jut high above the green foliage. Like stalwart sentinels these pyramid-like structures, village squares, and fortress walls stand guard with an imposing presence, as if waiting with eternal patience. You can

almost hear the ghostly spirits of an entire civilization wailing in grief over their unexpected demise.

Now picture the once crowded marketplaces bustling with teeming crowds, slaves, and animals. It's as if you can smell the exotic aromas of cooking fish and meat wafting through the still air. Snakes of pungent smoke weave through the wares of basket makers, cloth weavers, and jewelry artisans.

The Inca were called 'The Children of the Sun'. They worshipped the golden sun as their supreme ruler and offered abundant gifts of gold to their deity. Sacrifices of human life were also given to other gods. These were the gods who came to earth from the sky above. It has long been debated whether or not the Incas were influenced by an advanced race of beings who gave the Inca culture a giant evolutionary leap.

It's been said that benevolent aliens brought many skills to the Inca. They taught them how to meticulously carve large boulders into building blocks, and they gave them chisels, hammers, and the designs to build their magnificent temples and cities. They showed them the powers of time travel, and many of the travelers who leapt through time returned enlightened. Others were given the power of making energy from the sun. And, there were those who learned how to transform matter into tools, weapons, and fortresses of their own.





# YOU ARE THE INCA WARRIOR OF PROPHECY

Flash to a scene near the marketplace. You notice a mysterious man skulking about in a brown hooded robe, his name is El Dorado. Prophecy has declared that his ancestors will rule the Incas. He knows this is true. He is a time traveler from 500 years hence.

In the distance, beyond the marketplace, etched in the golden sunset are giant stone temples. They were the landing place for the spaceships of the gods.

# HINTS FOR SPACE FLIGHT MANEUVERING



There are several sections in Inca where you will be challenged to space fights. Your spaceship, the Tumi, is very sophisticated and powerful. The arcade sequences in outer space and in the trenches of alien planet canyons are fast and furiously exciting.

The following hints will give you tips for your space flying adventures. You should refer to these hints whenever you are having a problem destroying Aguirre's space fighters or when you encounter dangerous asteroid belts.



**The asteroids keep knocking me off course. Even when I shoot and destroy them, I can't reach the planet. What should I do?**

You need to navigate through the asteroids to get to the next planet. Don't fly too close to an asteroid, the gravitation of the asteroid will alter your course. You can shoot the asteroids but it's not necessary, and it takes up your energy. Keep your accelerator at full speed and dodge the asteroids. Destroy them only when necessary.

**Aguirre's Spanish space fighters are slaughtering me in the alien planet trenches. My starfighter doesn't seem fast enough.**

You must destroy the space fighters that are in front of and behind you. You have to destroy them before they reach the end of the trench or you will die. Stay at full speed and keep firing at the ships in front of you. If you pass a space fighter, slow down briefly and let it get in front of you or it will attack you from behind.

**I can't figure out if the fighters are in front of me or behind me.**

Keep a close watch on the long range radar line just above your control panel and your navigation instruments. This will help you see where the enemy is and give you a perspective of whether they are in front of you or behind you.

**The Spaniards' spaceships that guard the planets come at me from all angles and I can't seem to get a solid shot at them. Should I try to outrun them?**

No, don't try to outrun them because you can't. You must destroy every squadron of fighters that comes after you. You'll notice that the Turni spacecraft is equipped with 2 round radar

scopes that show you the positions of the fighters. Keep circling and firing at them.

NOTE: Your spaceship is very fast, so don't just wait for them to come after you. Use the right mouse button accelerator and go after them.

**Sure, I can chase them or run away from them, but they move so fast I can't seem to nail them before they pulverize me.**

Not to worry, the Turni spaceship is equipped with a lock-on weapon system. When you come into range of an enemy spacecraft a small square will appear in your viewfinder. There is a small number that also appears in the frame of the square. This number tells you how many 'hits' you will have to make on the enemy ship to destroy it. When the square is blue hold your fire; as soon as the square turns red, blast the ship with as many bursts as your trigger finger can fire off.



**It's not too hard to hit the fighters when there's a whole squadron coming after me, but when there's just one or two I can't seem to get a lock on them.**

You have several weapons available to you in this case. One of them is a guided missile that you can steer with your mouse and guide it to the target. The other missile is a homing missile. Once you've locked on to the enemy craft (red square), fire the missile and it will stay on the target even if it passes you. Finally you have a starburst bomb that is very useful when you have a lot of fighters coming at you at once. Inside tip: Save these bombs and missiles for when you encounter the Spanish galleons, they can be very useful.

## **HINTS ON FIGHTING SPANISH WARRIORS IN THE MAZES**

Inca has a number of land and ship mazes you will need to traverse while you explore the planets. You can find maps of the mazes in the back of this book. The mazes can be complex or simple. Click on the right mouse button after each move and note your position and direction. Watch out for the Spanish warriors.

**How do you kill these guys? They seem to come out of nowhere and some of them even shoot phaser blasts from their swords!**

Take heart young warrior. You're equipped with some heavy armor yourself. When the Spanish soldiers dart out from behind either side of the wall, fire at their red blasts first and destroy those before you shoot at the soldier. If you hit the soldier get ready for the other soldier on the opposite side to come out and fire. It is best to hit the warriors when they turn the side of their body toward you. Otherwise, their armor will protect them from your fire.



# THE MYSTERIOUS INCA

This hint book section will enlighten you and help you solve the challenges you must complete to be El Dorado, the new Inca.

**I've made it to the first planet and my spacecraft has landed in an underground cavern. Should I try and blast through the walls with my cannons?**

No, the way of the Inca is to use your gift of intuition and logic. You should only use violence when the peace of the Inca is threatened.

Click on the left angular stone and then the right stone. Click once on the Tumi spaceship's control cover and twice on the right control knob. Click once on the left control knob. Put the colored balls in your inventory.

**I have the colored balls in my inventory, but I can't seem to use them anywhere. Is magic involved?**

It is not magic, it has to do with one of the secrets of the old ones. Click on the depression in the floor in front of the door. This will change the golden sun on the left. When the golden sun resembles the same ancient Nazca line pattern as those on the floor, pick up the golden sun and put it in the geoglyph's hole.

**What do I do with the colored balls in my inventory.**

When the golden sun is in place, place the red ball in the left melting pot, the green ball in the middle hole and the blue ball in the right hole. Pick up the sacred tumi and use it on the door to leave. You will now enter the Jewel of Time Maze (see the back of this book if you need help navigating the maze). Beware of soldiers who await to ambush you.





**I've just about made it through the Jewel of Time Maze, but my way is blocked by a bamboo pole.**

Keep your spirits aligned. Use the sacred tumi on the rope's left knot, right knot, and then on the bamboo. Pick up the gold coin and the bamboo pieces, put them in your inventory. Now, click on the passageway in front of you to continue your mission.



**I'm in a very strange room and I can't find the door.**

You possess all you need to free yourself. Click the cursor on the central stone on the wall and use the bamboo on the notches. Click on the golden star. Use the sacred tumi on the basin and pick up the golden corn, you will need it later. The mummy will give you a message that will be useful later, write it down. Now click the gold coin on the stamp. This will move you forward until you are standing in front of a door.

**I feel as though I am approaching an important step in my mission to become El Dorado, the new Inca. But, I'm stuck in a chamber and I am puzzled by the strange markings on the walls.**

You have succeeded grandly thus far, Huayna Capac would be proud. You have reached the ante chamber. You will soon witness a great metamorphosis. Move the cursor to the left until you have the golden plaque in front of you. Click on the golden plaque and take the golden star. Click on the mark of the star to close the golden plaque. Now, turn to the second column on the left twice. Use the golden star on the column and it will open.

**I'm so confused in this room, I don't know if I have what it takes to become the new Inca. Am I a coward if I can't figure out what to do?**

Let me soothe your spirit with these words: The Inca empire lasted many hundreds of years, a valiant warrior is never a coward when he is wise. Go and pick up the Quipu (the knotted rope) and put it in inventory.

Click on the hook and place the stone star in inventory. Go back to the golden panel and open it. Use the stone star on the mark of a star. Get the golden corn out of inventory and use it on the golden ball. Click on the arrows according to the mummy's instructions in accordance with the number of knots on the Quipu:

My first is of the morning (east) = 3 (right)

My second is of the zenith (north) = 1 (up)

My third is of the evening (west) = 5 (left)

My last is of the night (south) = 2 (down)

**Wow! I'm in this room with two statues that are obviously male and female, and every time I click on them different colored eggs come out. Do these colored eggs mean something?**

How lucky you are to have reached this sacred temple of fertility. It is here the Inca prayed to their gods to give them children to preserve the culture of the Inca.

You must follow this ritual closely. First, click on the center floor panel and an altar will appear. It is here where you will join the male spirit to the female spirit and produce new life. Click on the left statue, either a blue or a red ball will appear. Immediately after, click on the right statue and a red ball will appear. The balls will unite and form an egg.

**There must be more to this fertility ritual. I've followed the steps but still nothing happens.**

Be patient. You are taking part of a magnificent act of creation. Whatever color egg has first come out of the left statue, keep clicking on the statue until the other color comes out. After the opposite color comes out of the left statue, immediately click on the right statue. Another egg will form. After the eggs are in place, click on the vase and a wondrous miracle will appear.

Now you will return to your ship and will have to battle your way to the next planet. See **HINTS FOR SPACE FLIGHT MANEUVERING**.

**Oh man! I made it through the barrage of enemy fighters. Is there any significance to my landing on this planet?**

Respect. Remember this. Listen to the wisdom of the old Inca. Now disembark by clicking on the door of your ship. There are more battles to be fought with ships you would never imagine to be sailing in space. You must get to the next planet. Godspeed!



**Holy smokes, I just beat several squadrons of space fighters and now I'm on board a 15th century Spanish galleon in outer space. What the heck is going on?**

Truth is everlasting, reality lingers but a moment. You are getting closer to your nemesis, Aguirre. You are now on board one of his galleons. Watch your back and all around you. The Spaniards are everywhere, and they are unwilling to give up their empire. Explore the hold of the ship. (If you need help fighting aboard ship, see **HINTS ON FIGHTING SPANISH WARRIORS IN MAZES**.)



**I've battled my way into the hold of the Spanish galleon. It is an honor to be aboard a 15th century sailing vessel, but I don't know what I should do here.**

Your valiant effort is well noted and was courageous indeed. Now that you have reached the room that contains the ship's stores, look for the barrel in the room. Click on the label and on the cork. Use the powder on the label. Put the petard under the hole. Pull on the chain until the light shines. Use the cork on the rat, then put the cork back in the hole. Now place the cup in the beam of light.

**There must be other duties to perform in the cargo hold. What should I do, what am I missing?**

You have all the power within you. The Spaniards are cunning and clever conquistadors, they have many secrets. Move your cursor to the right once and click on the barrel. Pick up the gold nuggets and the key. Close the cover (click on it) and move the cursor back to the left. Now go through the door. Move the cursor to the right and open the next barrel. Click on it and pick up the precious stones and the key. Now, click on the barrel cover and close it.

**I have accumulated a lot of booty so far. What do I do with it?**

Material wealth should mean very little to you on your quest. The fate of an entire empire is in your hands. Move your cursor back to the left. Click the large key on the cupboard. Pick up the hatchet and the toiletry bag, then close the cupboard. Move your cursor back to the door and go through it.

**I have done all that you have told me and I now possess a hatchet. How should I use it?**

If only I could be there with you, I would use the hatchet on those savage Spaniards and show them the power of the Inca. That day may come, but for now use the hatchet on the small barrel cover and take the cover. Go over to the barrel and place the toiletry bag on the ground next to the barrel. Use the cup on the open barrel to get the powder and put it in the bag. Do this twice and then pick the bag up again. Go back through the door you came in. Move your cursor to the right hand cupboard.



**There must be something wrong. I got into the cupboard before and now I can't get it open?**

The scrolls of the ancient Inca empire speak from a ghostly past about time. Time is the father of all the people of the empire. He leads us through an ever-changing life and watches us grow. The cupboard also changes. You must use the small key on the cupboard. Take your toiletry bag with the powder in it and place it on the plank. Now you may pick up the cannon sponge. Close the cupboard door, move your cursor to the door, and go through it. Use the cannon sponge on the small barrel in the next room and then click on the trap door.

**Why won't these doors in the hallway open? I keep clicking on them and they won't open. Did I take a wrong turn somewhere?**

You would not knock on a stranger's door and expect to be let in. You must identify yourself as a friend. To do this, click on the gold rings on the door 3 times.

**Whoa, this is weird! Arms came out of the sides of the walls and they're holding really peculiar objects. Should I fight with them?**

El Dorado, sometimes you remind me of the Spanish conquistadors. Why are you so obsessed with fighting? Should we not first try to shake the hand before we cut it? When the arms come out of the walls holding a crucifix and a candelabra, take each gift and place them in your inventory. As a gesture of kindness, take the precious gems from your inventory and give them to the right hand. Then, take the gold and place it in the left hand. You are about to embark on a mystical journey.

**I never knew what "holy smokes" meant until now. I'm in a smoky room that looks like it's the gateway to heaven. Am I dead?**

The ancient Inca have traveled on many different astral planes. You are getting very near to the second power. Be careful and use your intelligence. Follow these instructions carefully. Use the crucifix from your inventory on the shell. Take the censer (an ancient device used to burn sacred incense for the gods' pleasure) and place it along with the candelabra on the pedestal. Take the middle candle and use it on the censer. Use the cup on the holy water and then use it on St. Peter. You will have to move quickly now. Immediately take the large key from St. Peter and use it on the door.



**I'm in front of a cross. I can't take it or get past it. What am I doing wrong?**

It is not that you are doing anything wrong, it is simply that you are not doing the right thing. Click on the cross in this order:

- First on the top
- Second on the bottom.
- Third on the left.
- Fourth on the right.

You have proven to be a very skillful Inca warrior and you will receive the second power with honor from the Sun Virgin, Aclla. Now prepare for your final and most fearsome mission to attain the third power. Talk and listen to the old Inca before you leave. You will now return to your ship and you will have to battle a green squadron of space fighters, and then take on 3 Spanish galleons before you can proceed to the next planet. See HINTS FOR SPACE FLIGHT MANEUVERING.

**Whew! That was a tough space fight. Now, I'm in front of this large statue and, although I've discovered how to get the three colored eggs, I can't do anything with them. Have I failed the test of becoming a true Inca?**

The Inca valued 3 qualities in their people above all else: strength, intelligence, and honor. When you possess all three, you are a very wise Inca. You have proven your strength with the Spanish warriors, now you must prove your intelligence.

Click on each of the 3 suns on the left of the door from top to bottom. When the eggs fall note their color and position. This is important: Place the colored eggs in your inventory in this order: Blue, first; Red, second; and Green, third.

Click on the lower right and upper left symbols. Go directly to your inventory and immediately use the green egg on the blinking statue eye. Click on the lower left and the upper right symbols. Immediately use the red egg on the blinking eye. Click on the two middle symbols and immediately use the blue egg on the blinking eye of the statue. Pick up the golden disc and use it on the 3 suns on the left from top to bottom.

Now you must traverse the Mayan Maze. You can find maps of the mazes in the back of this book.

**I'm stuck by the lava flow and, man, is it ever hot. I'm frustrated and I'm getting hot too. What should I do, just jump in and end it all?**

That would not be an honorable death for an Inca warrior. You must be brave in the face of danger. I agree, you are faced with one of the most difficult challenges in your quest. Therefore, let me start you off with some hints. Try to solve this puzzle on your own, but if you need help, come and see me for further instructions. We must save the Inca civilization. First, pick up the turni blades and put them in your inventory. The quarry stones on the wall can be moved about like puzzle pieces. Keep changing their positions until a bright light shines in from the top and onto the stone. Retrieve the golden sun from your inventory and use it on the stone. A crystal will appear, pick it up and keep it.



## Help! I've tried everything. Can't I have my Tumi spaceship back and blast the wall to get through?

There comes a time when every warrior has to use his mind and connect with the spiritual world to find the answers he seeks. It took many centuries for the Inca to understand the universe around them. You are now standing before the test of time and patience. Remember, you are now a member of the Children of the Sun. Click on the stone again and retrieve the golden sun. Go to your inventory and click each of the tumi blades on the stone.

Take the crystal from your inventory and use it on the stone.

## This is cool, there are colors shining all about and they each represent a musical note. Is this a game like "Simon"?

The color/sound memory game of "Simon" did not exist in the age of the Inca empire. The color combinations before you are from an ancient ritual the old ones left us with before they vanished into the stars.

## The crystal in the upper right hand corner changes colors.

Every color represents a different color. Here is the ancients' equation:

- BLUE = YELLOW
- RED = PURPLE
- GREEN = GREEN

Every time you click on the right color/sound pattern, rocks will fall from above. When you successfully complete 3 patterns, a door will open up in the far end of the scene and you can exit.

Inside Tip: Before you enter the next room, look for a piece of bamboo on the left hand side of the door and place it in your inventory. You'll need it later.

## I've come upon a device that looks like a telephone dial. Do I need to call a special phone number?

A communication device like a telephone may have saved the Inca empire by alerting the outlying regions of the Spaniards' attacks. But, no such device existed. You now behold an ancient Inca computer of sorts. It is a measuring device that helped the Inca people to calculate mathematical equations.

What you will need to do here is to have only one stone left on the wheel, and it must be in the bottom hole. Here is the procedure to accomplish this.

Place the number 5 stone in the 7th hole  
Place the number 8 stone in the 6th hole  
Place the number 3 stone in the 5th hole  
Place the number 1 stone in the 3rd hole  
Place the number 6 stone in the 4th hole  
Place the number 3 stone in the 5th hole

Note: At the start the holes are numbered 1 - 8 counterclockwise from the top.

Once you have completed the task, click on the earth until you have moved the stone to the top. Now, place the golden sun on the sun and take the red gem and the disk with you for your next conquest.

## This gem room is so confusing, I think I'm beaten at last. Is there any chance for me to become the new Inca without solving this puzzle?

Will you quit when you are so close to victory? There is no honor in that. This is a most difficult puzzle, but you have proven yourself thus far to be a courageous and worthy warrior. Take a moment and relax. Meditate and listen for the ancient Inca chant. Focus your mind and heighten your spirit. Now let us return to the task and solve this puzzle.



First, use the green gem on the supreme star until the room turns green. Then, use the blue gem on the supreme star. Take the bamboo from your inventory. (Do you remember that you picked it up when you left the lava flow?) Put the bamboo in the alluvium and use the red gem on the supreme star.

Use the green gem on the supreme star until the room turns blue. Now, take the bamboo and use it on the water. Use the golden sun on the bamboo. Use the green gem on the supreme star until the room is green. Use the red gem on the supreme star. Use the green gem on the supreme star until the room turns yellow.

### Uh-oh, I'm back on board Aguirre's ship. Am I headed for an execution?

Be brave, do not be frightened. The honor of the Inca empire is nearly yours. This is your final showdown with Aguirre. You have successfully conquered all his men and you are about to fulfill Huayna Capac's vision and become El Dorado, the founder of the new Inca civilization.

Be bold and daring, search the ship, find Aguirre, and shoot him until he is dead. Revel in your glorious victory.

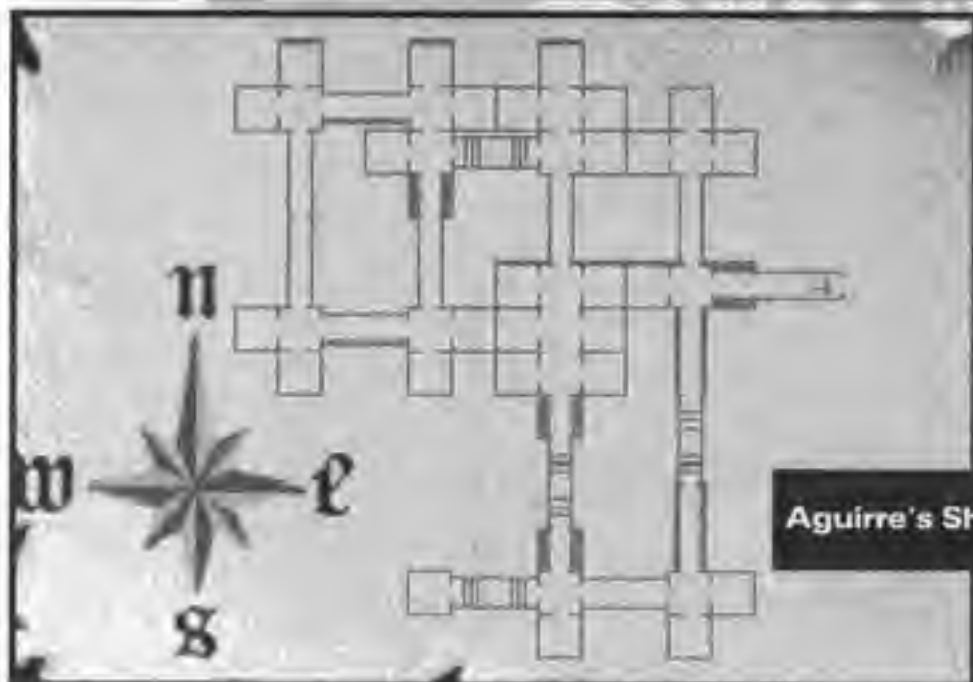
Huayna Capac may now rest in peace.



# MAPS

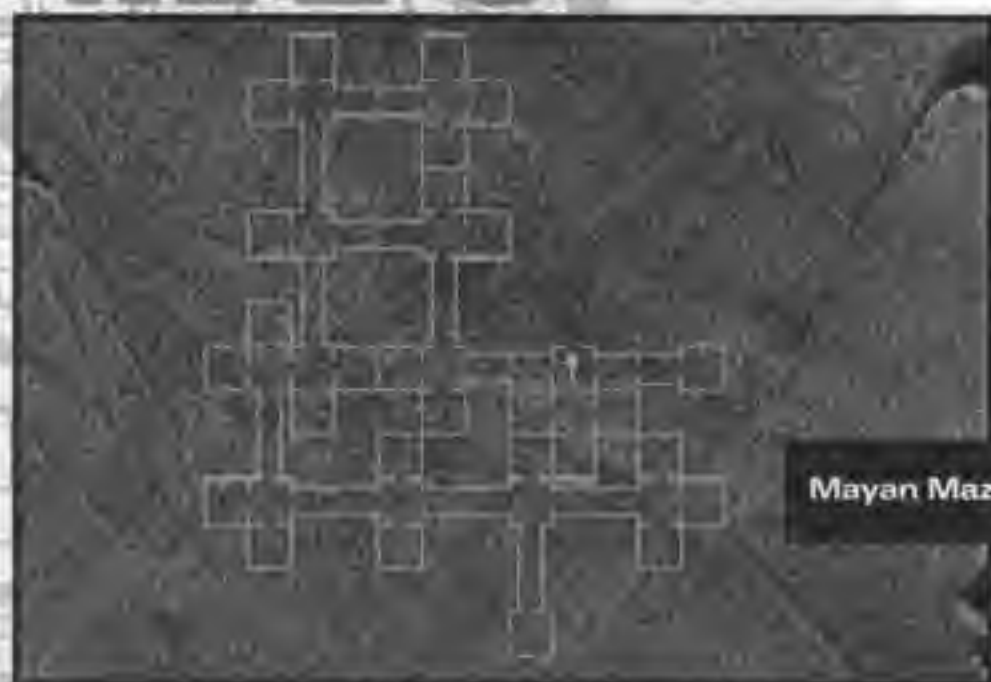


Jewel of Time  
Maze



Aguirre's Ship

# MAPS



Mayan Maze



Mayan Maze 2  
cd version only